Miracle Deck [Magic: The Gathering] by Julius the Jules

The Miracle Deck was constructed to make it almost completely impossible for my opponent to draw or play a card, or even win the game. It eats the cards up in the opponent's library and their hand by getting rid of them before the opponent has the chance to play them, possibly running the opponent out of cards to draw.

It's called the Miracle Deck because it pretty much pulls me out of tough situations where I was about to lose. It made me the, Comeback Kid! I never worry about if I'm gonna get the right cards to play or not, because just about every card works together in this deck. And without further ado, here is the Miracle Deck, by me, the autistic Experimental Pop musician, Julius the Jules!

[Lands x25]

Dimir Guildgate x2
Islands x11
Reliquary Tower x1
Swamps x11

[Instants x7]

Dark Banishing x2
Fatal Blow x1
Far/Away x1
Grisly Spectacle x1
Snuff Out x1
Terror x1

[Sorceries x5]

Coercion x1
Mind Rot x1
Tome Scour x2
Wrench Mind x1

[Creatures x23]

Abyssal Specter x2
Archaeomancer x1
Belltower Sphinx x1
Balustrade Spy x1
Duskmantle Guildmage x2
Merfolk Mesmerist x2
Mortus Strider x1
Nighthowler x2
Phantom Warrior x4
Sepulchral Primordial x1

Ravenous Rats x4
Returned Centaur x2